



THE
UNDERTAKER



Evil stirs in a small town in the domains of dread

THE UNDERTAKER

A Ravenloft module for levels 1 to 3

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Introduction

A small town is harassed by undead frequently attacking the town. They are not many in number, but over time they will prove dangerous. The local graveyard is being robbed by sinister figures in the night! And worse yet, the bodies that are disappearing from the graveyard outnumber the undead that attack the town, indicating that worse is yet to come.

THE REST OF THE MODULE IS FOR THE DUNGEON MASTERS EYES ONLY.

Notes for the Dungeon Master

This adventure is written with the Ravenloft campaign setting in mind, but it can be dropped into any setting with minor adjustments if you wish to add some horror to your campaign. The three towns that surround Lone Brook are intentionally not given names so the location of the adventure is flexible, though suggested names for an open campaign are Mourn-Hill, Merchants point and Floan. Milestones are not included and are at the dm's discretion. It is

suggested that the players gain at least one level in the course of the adventure (if the characters start at level 1) and one level at the conclusion. The adventure is written with three to four characters starting at level 1 in mind. Adjust difficulty based on level.

Adventure hooks

There are a few ways for the DM to involve the players in the adventure. The players might know someone in town that asks for help to stop the undead attacks or rumors of the attacks might reach the town the adventurers are currently in. The suggested way of introducing the players is by them passing through and happening upon an attack of two cold zombies on the town bakery. The townspeople will then ask the players to investigate the evil behind these attacks.

Background

For many generations the Erdens have been the undertakers of the town of Lost Brook. Originally the family was like any other, well liked and, despite their occupation, well integrated into society. When the town was founded the family was given the post of undertaker which was an honorable and important position. Craftsmen gravitated to the town to ply their trade due to the town's central location, and the local clergy was well respected, as a result the graveyard grew large over time. The position of undertaker was therefore essential.

Passing from father to son, over the years the post has lost some of its respectability as the town dwindled. One day the family realized they had become shunned by the local townsfolk, and the town itself had become practically surrounded by the dead.

Now the town finds itself in the center of a graveyard that had over the years grown large

enough to house many times the number of living townsfolk. The town has a single church with a lone Cleric. The last of the Erdens, Roand Erden, has recently passed, leaving the town without an undertaker for the first time in centuries with no successor in sight.

Unknown to others the Erden family had over the years started to worship the Nightmother, the goddess of night, meekness, pain, suffering, chaos, cold, darkness and death due to their generational closeness to the dead. The religious beliefs being passed down from father to son along with the undertaker post. But without an heir and in his last years Roand Erden had longed to pass on his knowledge of his deity to others so he had taken a few troubled youths from the town under his wing and taught them what he knew. Though no one had wanted the position of undertaker, at least his rites would be passed on.

After the passing of Erden the teenagers formed a cult with the purpose of bringing him back from the dead, and hopefully have him help them spread the true religion to the rest of the townsfolk who are entrenched in the belief in the Morninglord. The cult gathered supplies and what little knowledge they had and made an attempt at the resurrection of Roand, however they had not made enough preparations, and lacked knowledge of how to properly perform the intonations necessary, so the ritual was corrupted. However, something in the mists did answer in the Nightmothers stead. Roand awoke, but he was not whole. He had become a ghoul of sorts. Dead, but not quite. He was awake, and speaking but outwardly he still looks like a corpse, and inwardly it is not certain that what returned was entirely Roand. Ever since that fateful night the cult has been enslaved by Roand to do his bidding on pain of death. They meet regularly, bringing with them a fresh corpse

from the graveyard to attempt the ritual again and again, inevitably failing every time. What they bring back are undead beings that still retain the spark of intelligence, not quite mindless they still feel their bodies rotting so they are driven insane by the pain and cold of incomplete death. When Roand realizes that the cult has failed once again he releases the pitiful creature, and it attempts to go back home but in its insanity it will only move towards the town of Lost Brook and attack whatever living thing they encounter on the way.

Roand Erden

In life Roand was a kindly old man who had lived a hard life digging graves. He had become a father figure to the estranged youths of the town. After his resurrection he has become something evil. A being of incomplete death that is not at all mindless, but not the same kind old man who Roand had been in life.

Adventure outline

The players will arrive in the town of Lost Brook, where they will encounter rumors regarding both the attacks of the undead and the grave robberies. The players will encounter the Cleric Dietmar who has tended to the local church for well over a decade and unravel his dark secret. They will encounter the local NPC's and the teenagers that form the cult and they will end up fighting and hopefully defeating Roand Erden.

CHAPTER I

The town of Lost Brook

Centuries ago the three towns near Lost Brook ran into a problem. They had run out of space to bury their dead after a plague had ravaged the populace. The nobles of the towns decided to form a town in a central location dedicated to burial of the townsfolk and so the town of Lost Brook was formed.

Initially the town had a church built which three clerics tending to the needs of the townspeople. Over the centuries as the graveyard was nearly filled beyond capacity the town lost its prestige as a holy place. The town's necessity to accommodate three clerics was reduced until finally only one remained. The town has seen better days as it was central to the other towns and thus a desirable place for tradesmen to put up their businesses and ply their trade. As the graveyard grew the tradesmen left the town, leaving abandoned, crumbling and ruined houses behind. The town's population is now a shadow of what it once was. It is a dreary place where the only livelihood available is by servicing travelers passing through and the lone farm on the outskirts of town, far enough from the graveyard to grow crops.

The town has a Mayoral manor, a tavern, a general store and a baker.

The Mayor

The Mayor's manor used to be a grand building. Over time it has dilapidated until only a handful of rooms remain fit for occupation. If the players have not been warned (See **A warning**) then Ruford Gelod the son of the mayor will answer the door. He is a 15 year old son of a lesser noble who feels quite important and will sound like so when the players talk to him. He is

dressed in clothes that are very fine, even though they are slightly out of fashion by now. He will announce to the players that his father is away on one of his frequent diplomatic missions and that he surely has no time to chat much with the players. If questioned he will merely repeat the rumors about the undead scourge that attacks the town (*He knows full well that he and the other members of his cult are behind this, but will not admit to this*) with the added twist of subtly trying to implicate Father Dietmar. F.x. "Yes, the undead started attacking us recently, just after he ran out of holy water that one time".

Frunell Gelod

Mayor of the town of Lost Brook. He has great ambition to raise his family's standing once more but is keenly aware that they are viewed as a backwater noble family. He is a portly man, but humble.

Ruford Gelod

Son of Mayor **Frunell Gelod**, he grew up doing what he wanted, and leveraging some services from the townsfolk via the power of his family name. He feels like he can do anything to the point of arrogance. He has pledged his life to the service of the Nightmother hoping for personal power. He is now a member of the cult that is in service to Roand Erden.

The players will run into a dead end with Ruford for now. Ruford's father, Mayor Frunell Gelod is indeed away on a diplomatic mission (He travels to the nearby towns and hopes that he will become noticed enough for him to gain the attention of a greater noble than himself in order to raise his rank). This takes up a lot of his time leaving his son to practically raise himself. The family can not afford any servants apart from having Liseth come over once a week to help clean the place.

If the players arrive after **A Warning** then Frunell himself will answer the door. He is a fifty year old noble that looks quite portly. He is well aware of his lesser noble status so he does not have the self importance of his son. His son will be over at the farm, without him knowing, but Frunell will answer any and all questions the players have if it helps the town get rid of the undead attacks. He does not know of his son's doings nor does he know of Father Dietmars secret, but he will tell the players his son spends a lot of time on the farm, and he is happy for it as he hopes it will help make his son into a man. "Some honest work will turn him around, you see.". If the players show him the note he recognizes his son's writing.

Noah and Liseth Sorian

Former adventurers have now settled down to run the Flying Goose tavern where they serve anyone passing through the town. Noah is a half elf but he tries his best to hide the fact.

The Tavern - The flying goose

The Flying Goose is run by a husband (Noah) and wife (Liseth) team. Noah tries to hide it by wearing a headband but he is a half-elf that moved to the town after meeting Liseth long ago. The town seemed like a good place to cater to travelers so they purchased the tavern from the previous owners. Liseth is scared of the recent undead attacks, but one of the former owners had been one of them, and she believes the town is cursed and will voice that opinion publicly. The tavern itself is in a good condition, the rooms are well kept and the couple seem to put a lot of pride in the place. The players can rent a room here, buy food and drink and there is a small stable for horses if required.

The general store - Georg's second hand desirables

From the outside the building looks like a regular store, but when looked at in detail the players might notice that the windows are pretty bare. Usually a store like this has some wares up front to entice customers to enter, but this one only has a few goods on show, the rest of the window-sills sit empty. Inside the store the story repeated itself. The shelves sit half-bare. Only half filled with various goods, most of which are tools and products needed by the bakery or the farm.

Georg Sholk

Owner of Georg's second hand desirables, general store. He wears simple merchant clothes, has jet black hair and wears a floppy hat. He purchased the general store from the previous owner in the belief that business was good, but when he realized the truth the former owner was well and truly gone. Georg spends his days bitterly running the store, hoping to make enough money to one day escape the town once more.

Georg, the store owner, senses that the players have coins and tries to sell to them some light healing potions for a little more than the players handbook indicates (extra 10%, so a 50gp potion costs 55gp in this store). The players can acquire rations and tools here.

The Baker - Lost Brook Bakery

The bakery looks like a large barn where a baker (Adam von Mehlic) and his sons (Oleg and Anders) bake bread from the wheat grown at the nearby farm, and whatever wheat they acquire from passing tradesmen. Inside the barn the bakers have set up bread ovens and tables, and in the back of the barn are sacks upon sacks of wheat waiting to be processed. The bakery is

located some distance away from the tavern, but is in line of sight. They export what they bake to the three towns.

Adam, Oleg and Anders von Mehlic

Father and sons who run the Lost Brook Bakery. They are perpetually covered in a light dusting of wheat flour and the smell of bread. They will answer any questions the players have for them. They will answer in any way that can let them get back to work as fast as possible.

The Argere farm

Billet Argere, the farmer, drinks too much and uses violence to control his two children (Son, Matt and daughter, Agatea). When the players encounter him the first time the smell of alcohol permeates his breath and he seems noticeably tipsy (but not quite drunk). When his son walks by he takes a swipe at him for the perceived slight of interrupting the conversation. If the players take issue with his attempted attack on his son his demeanor towards the players will grow cold and ask them to leave.

Matt and Agatea hate their father. Their mother passed away some time ago and is one of the people the children hope to one day return to the living though they have not attempted to do so yet. The siblings blame their father for her death, even though her death was due to an accidental drowning, and ever since then the relationship between father and children has been filled with spite.

Billet Argere

A vicious man, farmer and father of the siblings **Matt** and **Agatea Argere**. He was a good

farmer, and father, until his wife died in a tragic drowning accident. Since then he has taken to the bottle and increasingly relies on his children to run the farm. His relationship with his children is distant, at best.

Matt Argere

A young man of fifteen winters who grew up working on the family farm. His work on the farm has given him muscles beyond his age. He has also received some weapon training from his father in order to defend the farm in case of wild animal attacks. He is now a member of the cult that is in service to Roand Erden.

Agatea Argere

A young woman of sixteen winters who spends her days helping her father and brother work on the farm. She has developed some sorcerous powers in the past two years but has not let anyone but her brother, and Ruford, know about them. She is now a member of the cult that is in service to Roand Erden.

If the players arrive at the farm after **"A warning"** then the siblings will try to act natural until they can escape into the woods towards the hidden cave. However the children will not have hidden their tracks very well, a dc 13 survival check is enough to follow their tracks through the woods. On the way and nearby the caves the players will encounter 1d4+1 cold zombies, one of which was a former spellcaster and can cast ray of frost. The sound of combat will alert the cult that something is amiss and they will prepare to defend themselves, proceed to **"The cave"** section.

If the children managed to escape the father can be pressed about information on where they might have gone. He knows of the cave, it was once inhabited by wildlife, but he cleared it out

many years ago. The children might be hiding there.

The rumors

The players can talk to the townspeople to find out rumors about the cult and the undead. If asked directly the townspeople will spit at their feet and make the sign of the Morninglord over their shoulders. If pressed they might give the following rumors:

- The undead seem to only attack after a cold night.
- The undead seem to be people that lived in this, and the surrounding, towns.
- The freshest graves are left alone, the grave robbers seem to target older graves where visitors are unlikely.
- No grave goods are taken. Any valuables the deceased were buried with are left behind.

The church

Churches dedicated to the worship of the Morninglord are common in Ravenloft (Replace the Morninglord with a more fitting deity according to your campaign setting) though most are grander than the church in Lost Brook. The walls are made of simple stone and the decorations are minimal. The floor is made of wood, and there is a basement beneath pews and altar of the main worship area. Father Dietmar lives in a small stone cottage attached to the church. Service is held regularly where the townsfolk only half fill the available seating and Father Dietmar spreads the word of the Morninglord the best he can. In recent years the place has fallen into a state of disrepair, the roof is leaky, the floors creak when walked upon and the church is dimly lit by candles to the best of Father Dietmar's abilities. When the players enter, any player in the group that has knowledge of the dead may roll for perception, on a dc 13 they detect the faint odor of death. If

questioned, Father Dietmar attributes the smell to the many funeral services that have been held in the church.

The basement of the church is a small area with a low ceiling and a wood floor. There are two trap-doors, one which leads to behind the altar, and one that leads to behind the church. The area is mostly bare apart from two coffins, some undertaker equipment such as shovels, picks and buckets, and a barrel half filled with water. The bodies are buried beneath the wood floor. If the players investigate the area they might notice that one of the shovels has fresh soil on it, and some floorboards are loose. Father Dietmar will confess if confronted with the bodies (See **Father Dietmar's confession**).

Father Dietmar

A well meaning but misguided cleric of the Morninglord. He is a middle aged man who likes to wear simple robes, has gray hair in his temples, and seems in good health.

The cleric

Dietmar is a pious man and a cleric of the Morninglord. He functions as the town's religious central figure and is seemingly well liked by most. He was assigned to this town over a decade ago when his predecessor died. He had become used to his simple way of life in the small town when the undead attacks began. He has not been able to spot the grave robbers, though he has not been particularly trying as he is confident that he alone would not be able to stop the robbers. He has sent a message to a nearby town asking for help but no help has been sent so far. He will not ask the players for help until he is caught (See *later*) as he prefers to keep the matter within the church of the Morninglord. When the players meet him he seems tired, as he had spent the previous night

in the graveyard. (See **Father Dietmar's confession** for the reason why).

The graveyard

When the town was founded the graveyard was divided into two distinct sections. One section was dedicated to those that could afford such things as mausoleums, fenced graves, decorated headstones and such. The second section was intended for the poorer classes that could afford a wooden cross, or a plain headstone at most. The nameless and unfortunate are buried there.

Over the years as space ran out these two sections merged somewhat and the area where the two sections meet is a mix of the two styles of burial. The grave robberies are mostly focused within the poorer section due to easier access to the bodies interred therein.

The nighttime watch

If the players **decide** to keep guard in the graveyard, and **do not** notify Dietmar, they will encounter him digging up a corpse. A small horse drawn cart nearby and a fresh grave ready for it in the church basement. He will not resist if challenged, but will try to defend himself if he is attacked. (See Father Dietmar in the encounter list if combat is initiated). If he survives he proceeds to confess his dark secret (See **Father Dietmar's confession**).

If the players **did** notify Dietmar they will instead encounter 1d4+1 Cold Zombies (See stat block in Encounter list). The Zombies seem to shout and wail incomprehensible words as they shamble towards the players. No matter what the players attempt the zombies can not be reasoned with, and they will attack the players as much as they are able. The zombies however are affected by charm spells, command and the like. The night is very cold.

Father Dietmar's confession

Dietmar will confess to his dark secret after being caught. From his perspective he was doing good by sparing the town's good and noble (by his estimate) from the ignobility of being raised as undead. He goes to the graveyard as often as he deems it safe to do so and digs up bodies to hide in the church. The corpses he digs up are people he knew personally at some point, his predecessors, nobility of note and anyone else he thinks should be spared from the undeath. He does think the grave robbers are using the corpses to attack the town, but for what purpose he can only guess.

A warning

After either receiving Father Dietmar's confession or being attacked by the undead in the night (See **The nighttime watch**), when the players return to the inn they will see a note pinned to the door to their room. (If they did not take a room at the Inn, have the tavern keeper Noah deliver the letter and tell the players it was left for them, but he did not see who left the letter). The cover reads "To the interlopers" and the letter itself reads as follows:

"You are not wanted in this town. Leave! Or you will have the Nightmother's wrath upon you!"

If the mayor is shown this letter he instantly recognizes his son's handwriting. The players will notice his face betray this emotion with a dc10 wisdom(*insight*) check and he will admit to as much if pressed. His son is nowhere to be found. However the players are told that he is known to associate with the farmer's teenagers much of his time. If the players do not follow this lead they can instead find out who the trespasser was in the "**Trespasser**" section.

Trespasser

If the players ask around they can find out by asking the right people (Noah's wife Liseth, or the Bakers son Oleg) who did see the mayor's son Ruford move rather quickly away from the tavern just before the players arrived there. They will also be told that he associates a lot with the farmers' children.

CHAPTER 2

The cave

The cave itself is easy to miss if you do not know what to look for, or if you are not following a path leading directly to it. Over the years overhanging trees have grown to cover the entrance, and the cult has tried their best to cover the entrance with branches and leaves when they enter or exit the portal to the cave.

The cave itself is natural, formed long ago, and has been inhabited by various wildlife throughout the ages until Farmer Argere cleared it out and used it for a while as cold storage. The inside of the cave is cold and slightly damp from natural moisture in the ground surrounding it making it ideal to store perishables. But the relatively long trek to the cave made him abandon that idea and since then he had thought the cave abandoned.

His children found the cave when they were young and fled there whenever a violent temper overtook their father. When Ruford befriended them they shared the cave with him and it became an escape for the children where they would meet and play. After Roand's death this became the ideal place to continue their religious rituals and ultimately became the place where the, then teenagers, would attempt to raise him from the dead.

Today the cave is where Roand Erden hides, and precedes over the rituals of the cult where they try to use their fledgling necromantic powers to raise the dead. Roand knows full well that the rituals are bound to fail, but once in a while a zombie is raised that is a bit smarter than the rest and which gets inhabited by a dark soul such as his. He binds them to his will and uses them as protection. He fully aims to spread the word of the Nightmother, but only when he feels he has become powerful enough to do so. The cult does not know of his plans but continue to participate for their own ends. Ruford hopes to gain favor with his father and add some power to his family's name. Matt and Agatea hope to one day be able to resurrect their own mother.

The cave is made up of four chambers (**See map 1. The Cave**).

1. Entryway. This area is made up of natural cave walls, earthen floor and has a damp smell to it. It is a narrow claustrophobic area which leads to the chambers 2 and 3.
2. A 20 by 30 foot area which contains bedrolls, food and clothes for the cult. Agatea and Matt stand watch here. When the players approach Matt will attack while Agatea runs further into the cave to alert Roand and Ruford. If the players make loud noises this is unnecessary and she stays to help her brother until help arrives. (Roand will arrive in 1 turn, Ruford and two Cold Zombies (Who can cast cantrips, one fire-bolt and one ray of frost) will arrive in two turns, if the group is struggling then Roand and one of the zombies will stay back and wait until the players are in room 4 before attacking.). **Loot:** A chest in this area contains a <insert common magic item> and Ruford's diary where background information can be gained.
3. The main ritual area. An area 40 by 40 foot in size, this is the largest area in the cave. The

area contains an altar to the Nightmother and the walls have been decorated with various runes and artwork related to her. This area counts as unholy and any cold zombies fighting here gain damage resistance vs any magical and elemental damage. A fresh corpse lies upon the altar, ready to be raised.

4. Roand Erdens room. 20 by 20 foot area in the middle of which is a fresh grave. It is dug into the natural ground and has a small puddle in the bottom of it, the soil feels moist when touched. The smell of soil, rot and corruption hangs in the air. This is where Roand spends his time in between rituals and it is where he keeps company with the cold zombies that did not immediately go insane.

Conclusion

After Roand is killed his grip upon the teenagers is released and they realize what they have done. **If the players do not kill them** they have the option to allow them to escape and leave town. If they do, they show the players a spot where four light healing potions are stashed, thank them and then leave never to be seen again.

If the teenagers are killed and the town notified the players will be rewarded with 500gp and given the thanks of the population. Mayor Golod and Billet Argere will avoid the players as much as they can, and if encountered will excuse themselves, their faces downcast in sorrow.

If the teenagers survive and are brought into town the players will be rewarded with 500gp and the township will be forever grateful, giving the players free lodgings and discount on wares purchased there from now on.

If Father Dietmar confesses he recuses himself from his post as town religious leader and leaves on a journey of penance. If the players expose

him he will be kicked out of town, never to return.



Encounter list

COLD ZOMBIE

Medium undead, neutral evil

Armor Class 8 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	5 (-3)	6 (-2)	5 (-3)

Saving Throw Wis +0

Damage Immunities poison

Senses darkvision 60ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Undead fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Slight intellect. If randomly generated each cold zombie has a 10% chance of being able to cast a random offensive cantrip.

ACTIONS

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

ROAND ERDEN

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 27 (4d8 + 9)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	15 (+2)	12 (+1)	8 (-2)

Saving Throw Wis +1

Damage Immunities poison

Senses darkvision 60ft., passive Perception 11

Languages understands, and speaks the languages he knew in life. (Balok if the adventure takes place in Barovia).

Challenge 1 (200 XP)

Undead fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Cold patriarch. Roand can bend cold zombies to his will and order them to attack any target he wishes.

ACTIONS

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 2) bludgeoning damage.

Short sword +1. +5 to hit, reach 5ft., one target. Hit: 5 (1d6 + 3) piercing damage.

MATT ARGERE

Medium Human, neutral

Armor Class 12 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Senses passive Perception 10

Languages Common, Balok if the adventure takes place in Barovia.

Challenge 1/2 (100 XP)

Cult member. Matt Argere has advantage on an attack roll against a creature if at least one of the cult members is within 5 feet of the creature and the ally isn't incapacitated. (Cold zombies do not count for this ability).

ACTIONS

Multiaattack. The thug makes two melee attacks.

Mace. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 1) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

AGATEA ARGERE

Medium Human, neutral

Armor Class 12 (leather armor)

Hit Points 25 (5d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	10 (+0)	12 (+1)	15 (+2)

Senses passive Perception 11

Languages Common, Balok if the adventure takes place in Barovia.

Challenge 1/2 (100 XP)

Cult member. Agatea Argere has advantage on an attack roll against a creature if at least one of the cult members is within 5 feet of the creature and the ally isn't incapacitated. (Cold zombies do not count for this ability).

Self learned spellcaster: When Agatea casts a spell she must roll a 1d20. On a 1 roll on the wild magic surge table (Players handbook).

Spellcasting. Agatea is a 2nd-level spellcaster. Her spell casting ability is Charisma (spell save DC 13, +3 to hit with spell attacks). Agatea has the following sorcerer spells prepared:

Cantrips (at will): *chill touch*, *light*, *minor illusion*, *mold earth*.
1st level (2 slots): *magic missile*, *sleep*.

ACTIONS

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4 + 0) piercing damage.

RUFORD GELOD

Medium Human, neutral evil

Armor Class 11 (leather armor)

Hit Points 30 (5d8 + 5)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+0)	15 (+2)	14 (+2)

Skills Persuasion +3, Religion +4

Senses passive Perception 12

Languages Common, Balok if the adventure takes place in Barovia.

Challenge 1 (200 XP)

Cult member. Agatea Argere has advantage on an attack roll against a creature if at least one of the cult members is within 5 feet of the creature and the ally isn't incapacitated. (Cold zombies do not count for this ability).

Spellcasting. Ruford is a 2nd-level spellcaster. His spell casting ability is Wisdom (spell save DC 13, +4 to hit with spell attacks). Ruford has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy* 1st level (2 slots): *inflict wounds*, *guiding bolt*

ACTIONS

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4 + 0) piercing damage.

FATHER DIETMAR

Medium Human, chaotic good

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+0)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Balok if the adventure takes place in Barovia.

Challenge 2(450 XP)

Divine Eminence. As a bonus action, Dietmar can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn . If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

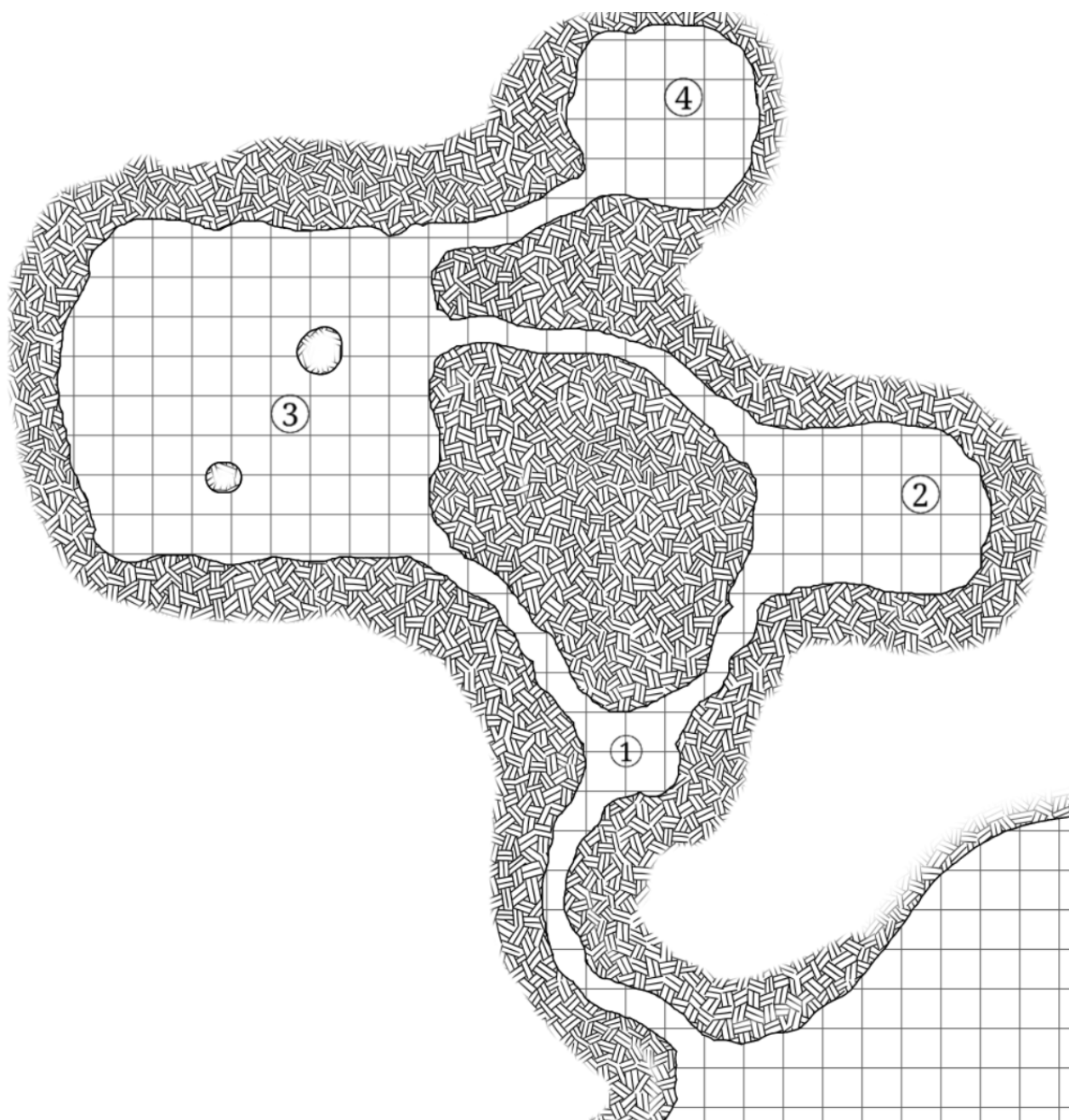
Spellcasting. Ruford is a 5th-level spellcaster. His spell casting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Dietmar has the following cleric spells prepared:

Can trips (at will): *fight*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*
2nd level (3 slots): *lesser restoration*, *spiritual weapon*
3rd level (2 slots): *dispel magic*, *spirit guardians*

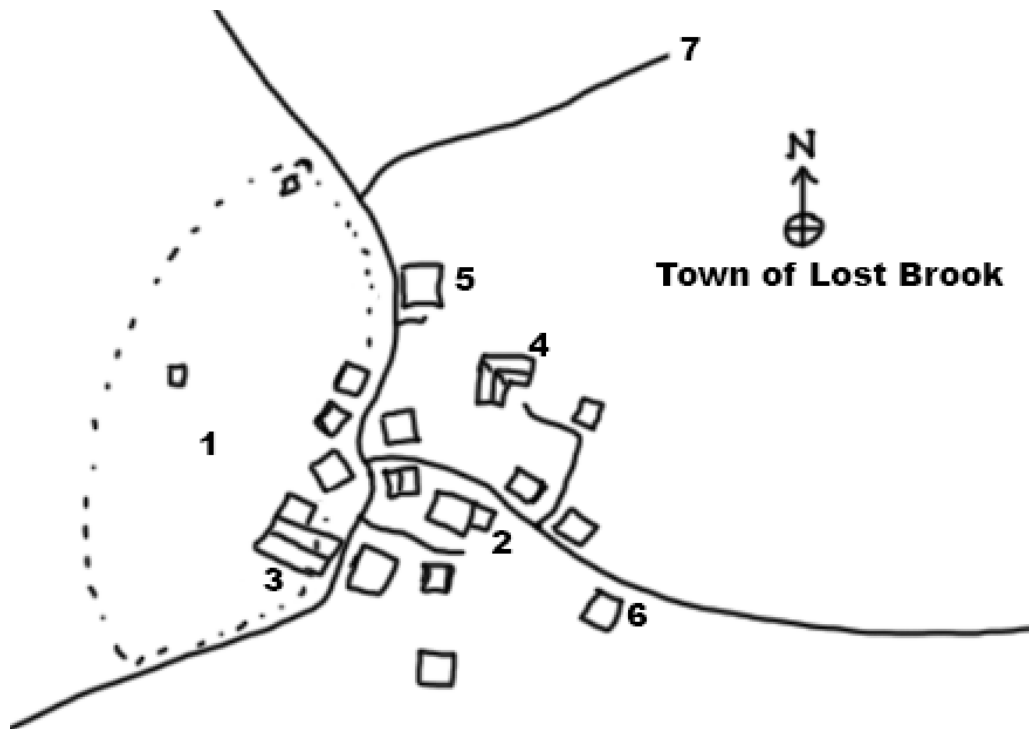
ACTIONS

Mace. *Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage .

Map I: The Cave



Map 2: The town of Lost Brook



Map markers

1. Graveyard
2. The flying goose
3. The church of the Morninglord
4. The Mayors Manor
5. Lost Brook Bakery
6. Georg's second hand desirables
7. The Argere Farm

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